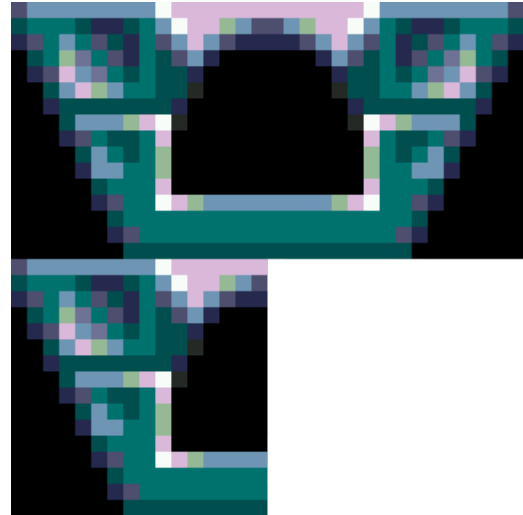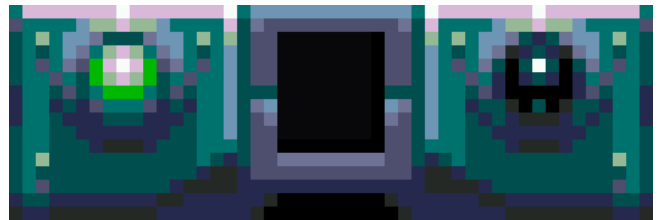The top image are from the speedball 2 ui. The bottom block is the right side of the top part but mirrored. This shows they are the same.

The center part can be stretched so it can contain any amount of contents like score.

This is another part from the Speedball 2 ui. The right bottom side is not highlighted but the rest of the left and right side should be the same if mirror horizontally.
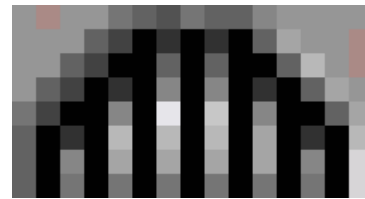
Again if you would take the sides until the very center and place these apart and then stretch the center 2 pixel parts to fit those. You would end up with a larger ui for placing text inside.

This is a part of te ui of the game Z Steel Soldiers. Notice these light parts that are made up of 4 pixels. They kind of add a bit of breakage to the image. It looks like a kind of nail that has been hammered there.

This is another part of the ui of the game Z Steel Soldiers. Here you can see the left side of the grill is different than the right side.
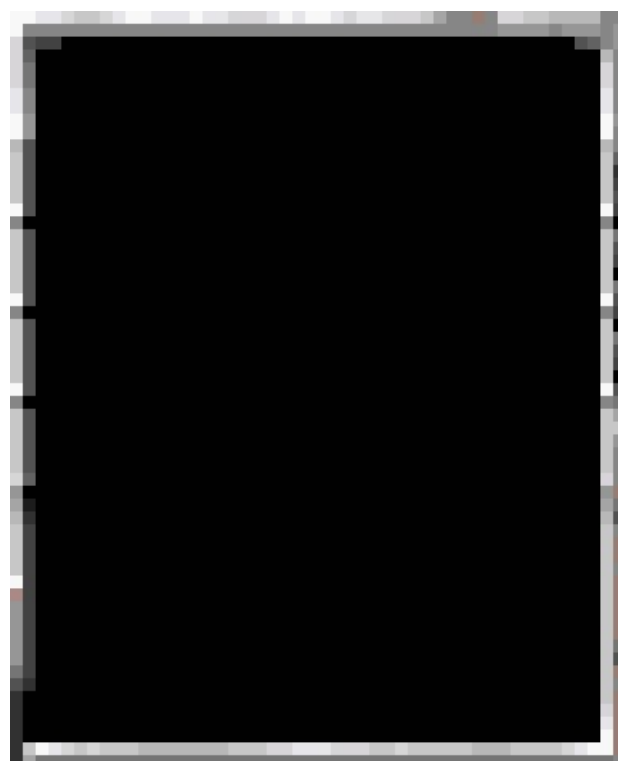
This is another part of the ui of the Z Steel Soldiers ui. Notice the highlighted side left and the darker shaded part on the right side.

This is a button from the ui of the game Z Steel Soldiers.

Here a window from the game Z Steel Soldiers.

Gods (Amiga)